

## CLAIMS

What is claimed:

- Sub*
- (1) A method for playing a slot machine comprising the steps of:
    - a) displaying a matrix of symbols;
    - b) permitting the player to select one symbol;
    - c) converting the position associated with the one symbol to be wild, and
    - d) awarding the player in accord with a pay table and/or rule of play.
  - 2) A method for playing a slot machine comprising the steps of:
    - a) establishing and depicting the rules of play and pay table;
    - b) allowing the player to make a wager and begin play;
    - c) displaying a matrix of symbols;
    - d) permitting the player to select one or more symbols in accord with information learned from step (a);
    - e) converting the positions associated with the one or more symbols selected to be wild, and
    - f) awarding the player in accord with the pay table and/or rule of play.
  - 3) A method for playing a slot machine strategically comprising the steps of:
    - a) displaying a random matrix of symbols;
    - b) permitting the player to select at least one symbol;
    - c) converting the at least one position associated with the at least one symbol to be wild, and
    - d) awarding the player in accord with a pay table and/or rules of play.
  - 4) The method of claim 3 with the step of converting making all positions with that symbol to be wild.

all

- 5) The method of claim 3 with the step of awarding having an enhanced multiplier for any resultant pays utilizing said at least one position.
- 6) The method of claim 5 with the step of having the enhanced multiplier randomly chosen.
- 7) The method of claim 3 wherein the random matrix has columns and rows with the step of converting all the positions in either a column or row.
- 8) The method of claim 3 with the step of permitting the player to apply strategy based on information available on the pay table and/or rules of play to select at least one symbol.
- 9) The method of claim 3 with the step of qualifying the player to go from step a) to b) with the random achievement of triggering.
- 10) An apparatus for strategically playing a casino slot machine for a wager comprising:
  - a) a display for pay table and/or rules of play information;
  - b) a processor capable of displaying a matrix for a wager, the matrix presentation comprising symbols randomly positioned in rows and columns;
  - c) an input means for the player to choose one or more symbols;
  - d) the processor capable of changing the display of one or more symbols to be wild, and

a12

e)

awarding the player in accord with the pay table  
and/or rules of play.